

OUTLINE

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Architecture Highlights

- ◆ 15 stage pipeline for 500+ MHz operation.
- ◆ Fetch, decode, retire three x86 instructions per cycle.
- ◆ Issue up to 9 operations per cycle.
- ◆ 7 integer and 3 floating point resources.
- ◆ Supports 72 in-flight instructions.
- ◆ Deep multi-ported register files.
- ◆ High bandwidth, low latency cache subsystem.
- ◆ 200 MHz bus.

Technology Summary

◆ Power Supply:	1.60 V
◆ $L_{\text{effective}}$:	0.18 μm
◆ Gate Oxide Thickness:	44 Å
◆ Local Interconnect Pitch:	0.625 μm
◆ Metal 1, 2 Pitch:	0.875 μm
◆ Metal 3 Pitch :	1.000 μm
◆ Metal 4, 5 Pitch :	1.250 μm
◆ Metal 6 Pitch :	3.000 μm

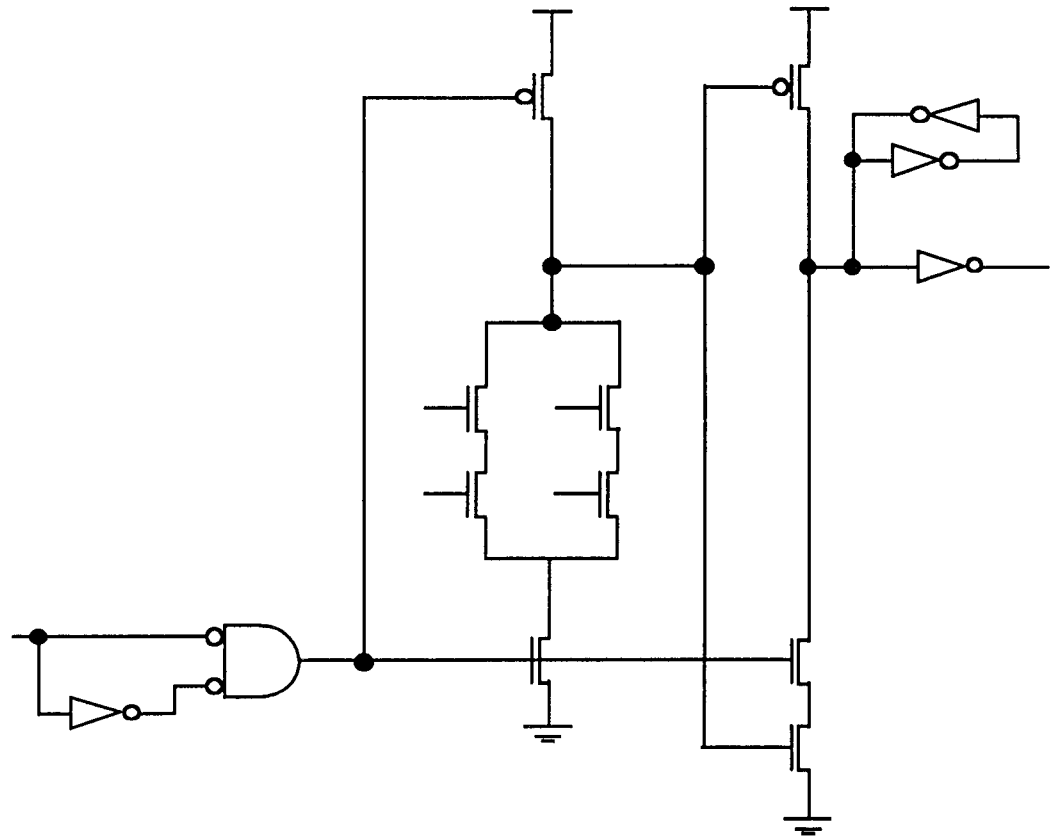
Methodology

- ◆ Semi-custom design.
- ◆ Robust macro cell design.
- ◆ Macro cell I/O characterized by in-house tool.
- ◆ In-house rule based tool for circuit checks.
- ◆ Industry standard tool to check EM and IR.
- ◆ Behavioral model used in gate-level simulations.
- ◆ Vectors applied to transistor level with dynamic simulator.

Flip-Flops

◆ Goals:

- Low latency T_{DQ} .
- Incorporate logic in dynamic stage.

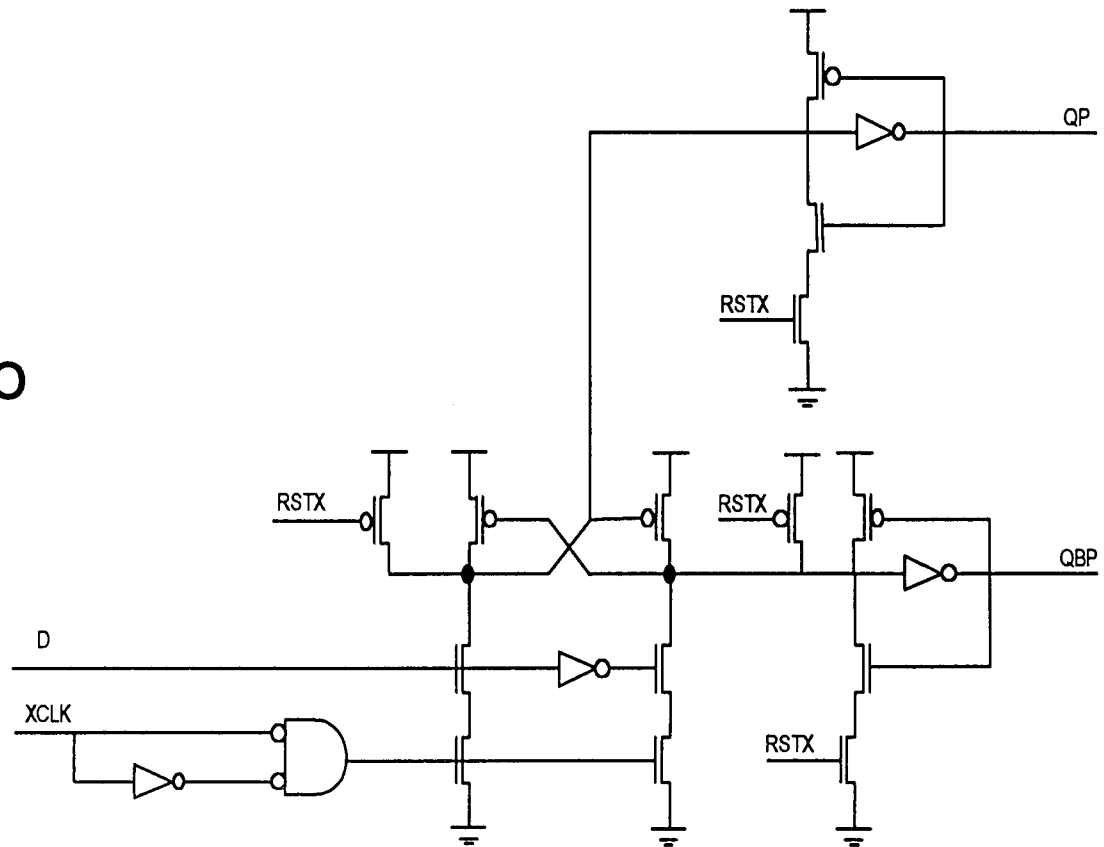


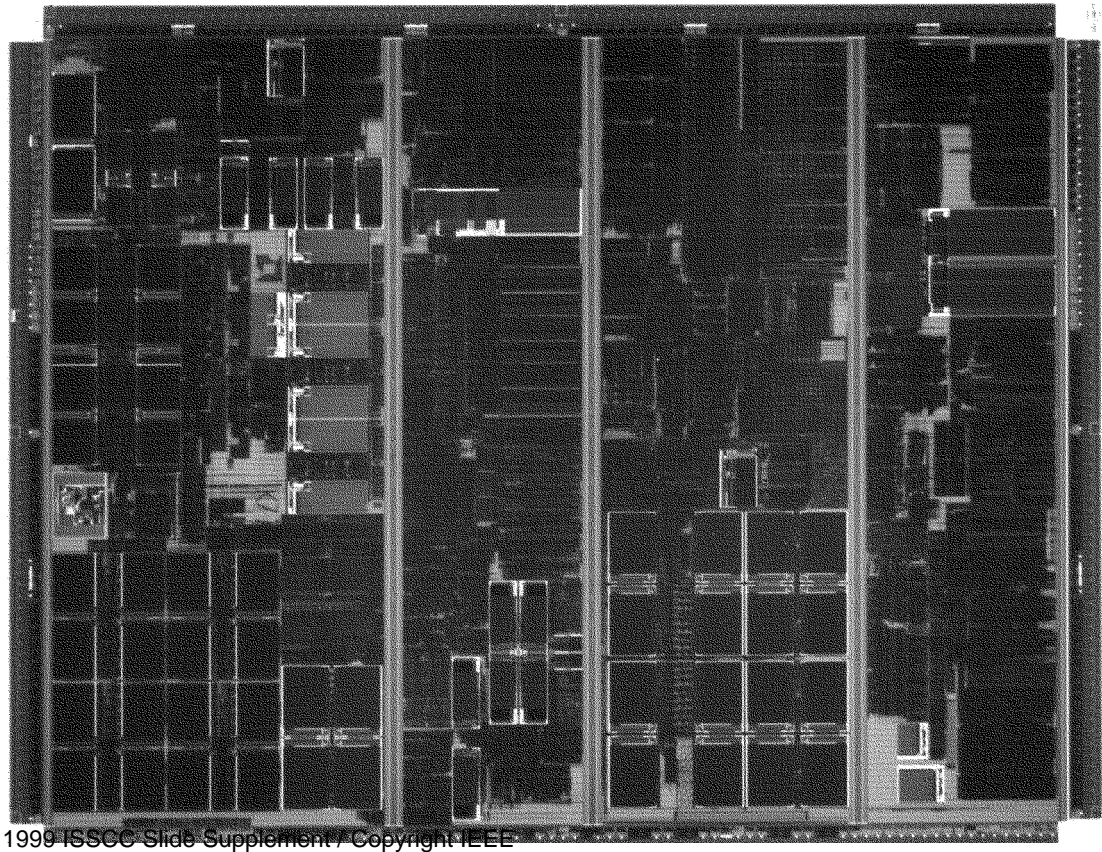
Flip-Flops

- ◆ Design Considerations:
 - Dynamic issues.
 - Sensitive to glitches on inputs.
 - Hold time.
 - Clock Load.
- ◆ Master-slave flip-flops are used extensively to eliminate hold time concerns and reduce power.

Flip-Flops

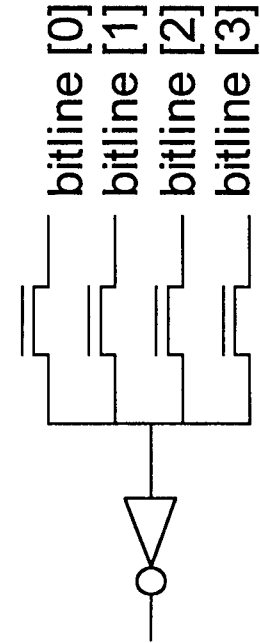
- ◆ Dual-rail, monotonic outputs for domino logic.
 - Used only in macro cells.





ROMs

- ◆ Bit lines swing full rail.
- ◆ Each ROM array is segmented in 64b banks connected by a super bit line.
- ◆ Excellent noise immunity.
- ◆ Eliminate the risk and complexity of matching circuits and races associated with small signals.



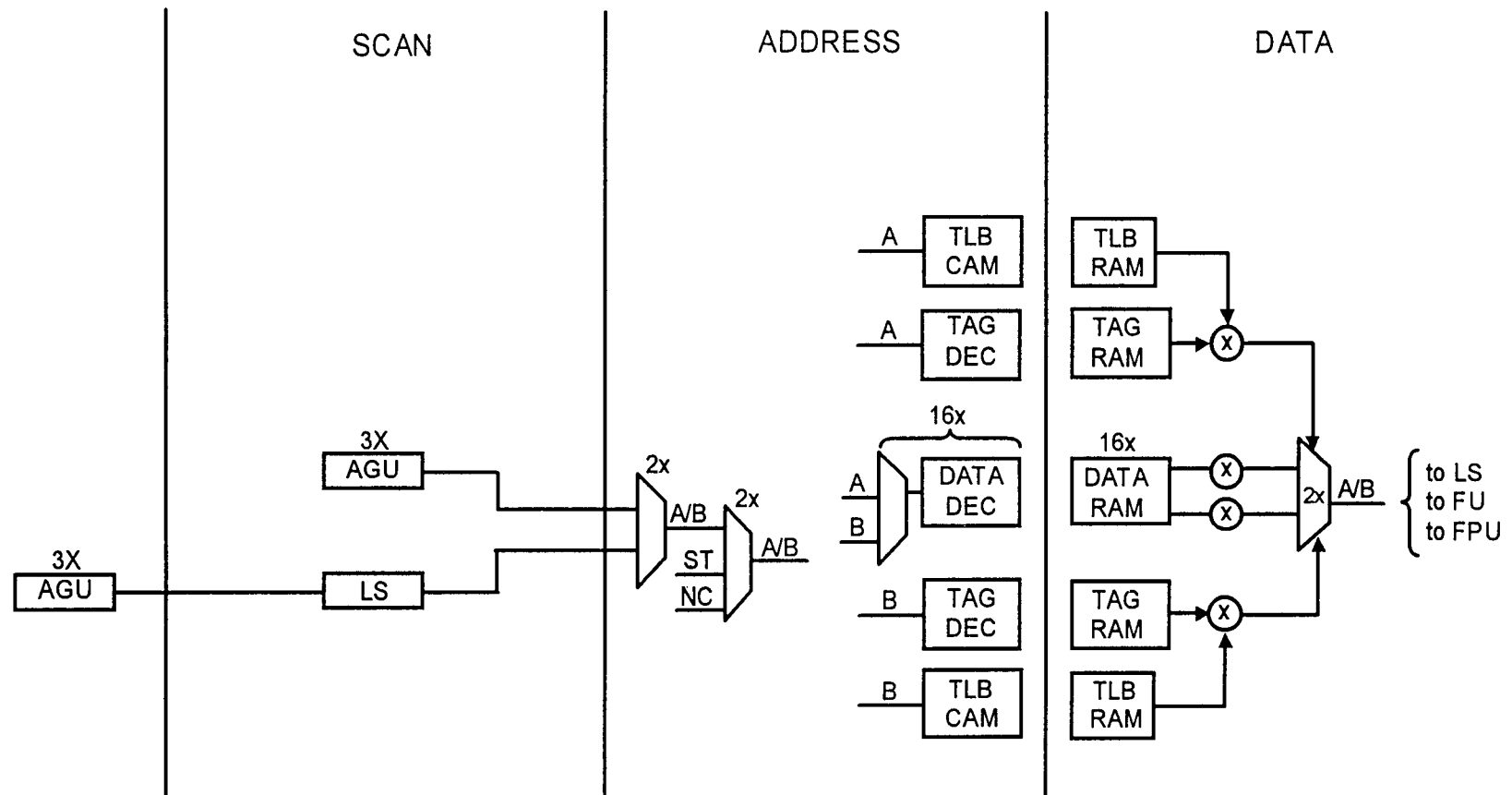
Caches

- ◆ Reference bit line for self-timed sense.
- ◆ Write pulse can be stretched by clock.
- ◆ Static decode, pipelined access in data cache.
- ◆ Dynamic decode, single cycle access in instruction cache.
- ◆ Access time of all cache macros is less than one cycle.

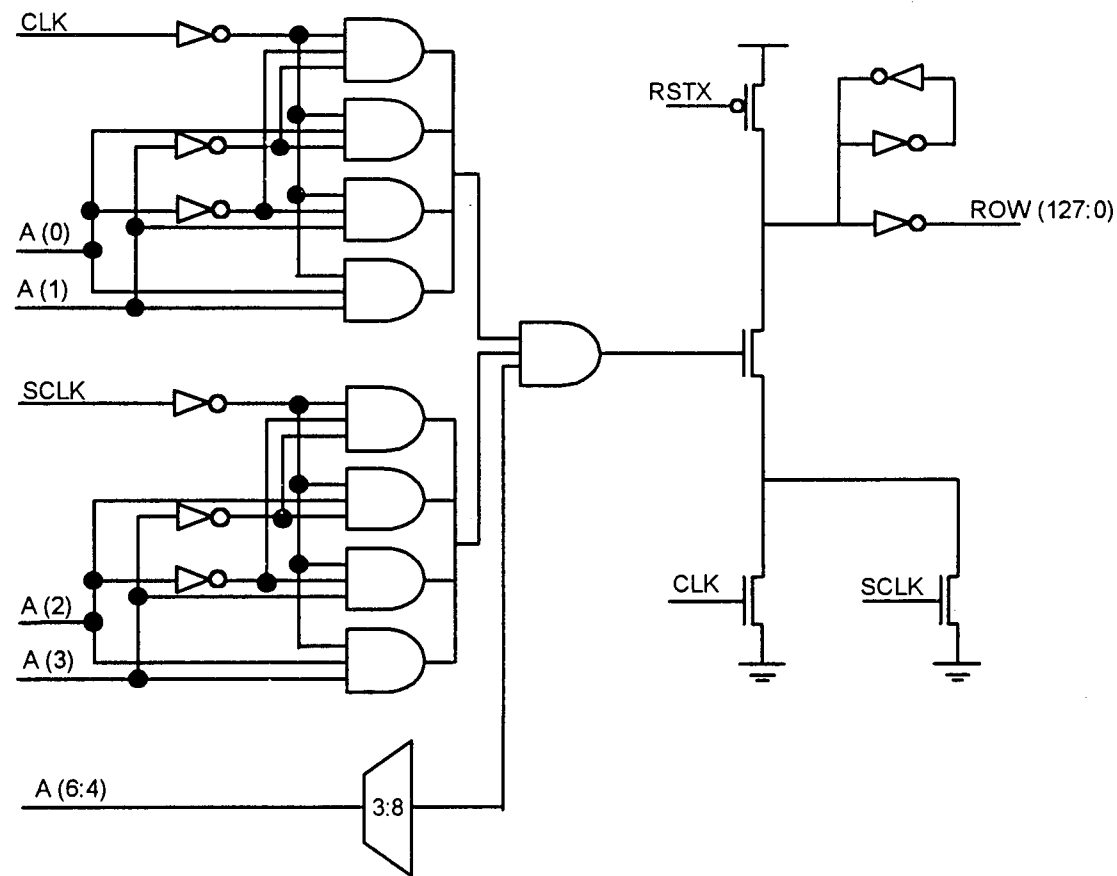
Data Cache

- ◆ 64 KB 2-way physically tagged, linearly indexed.
- ◆ Bandwidth of 8 GB/sec at 500 MHz.
- ◆ 3-cycle load latency.
- ◆ Byte writeable.
- ◆ Read and write in one cycle.
- ◆ 32 entry L1 tlb and 256 entry L2 tlb.

Data Cache Pipeline Diagram



Data Cache Row Decoder

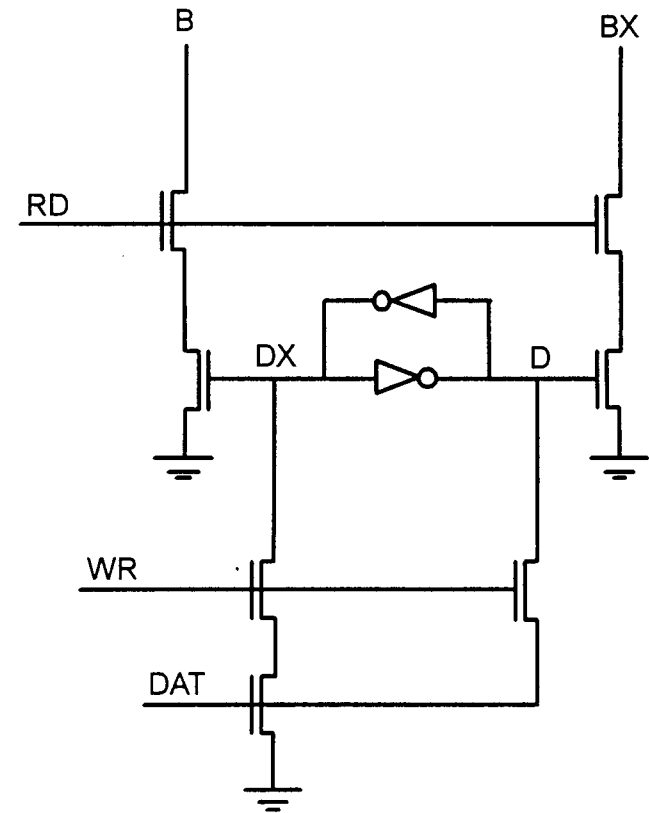


Instruction Cache

- ◆ 64 KB 2-way physically tagged, linearly indexed.
- ◆ 16 bytes in a fetch window, 64 bytes in a line.
- ◆ 64 K entry pre-decode array.
- ◆ 2048 entry 2-way branch selector array.
- ◆ 1024 entry direct mapped branch target array.
- ◆ 32 entry L1 tlb and 256 entry L2 tlb.

Register Files

- ◆ Avoid complex bypass circuitry by completing write before read.
- ◆ Fast, low voltage writes.

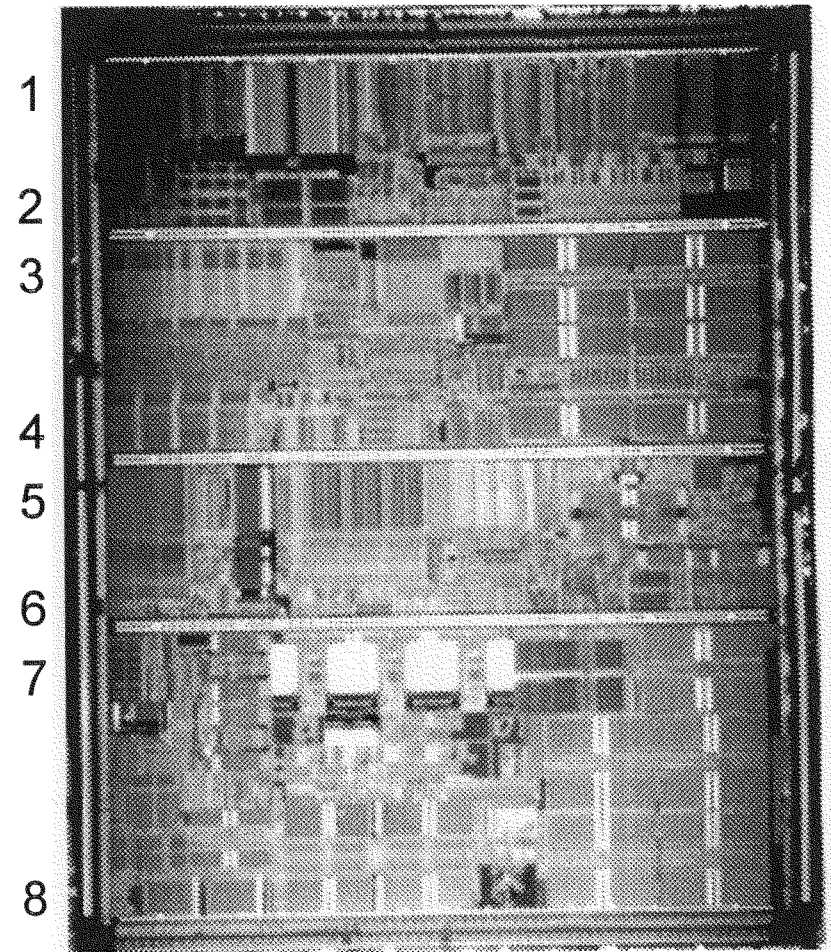


Phase Locked Loop

- ◆ Cycle compression < 25 ps.
- ◆ High precision bandgap to minimize PLL voltage variation.
- ◆ Static phase error minimized.
- ◆ Extensive test features.

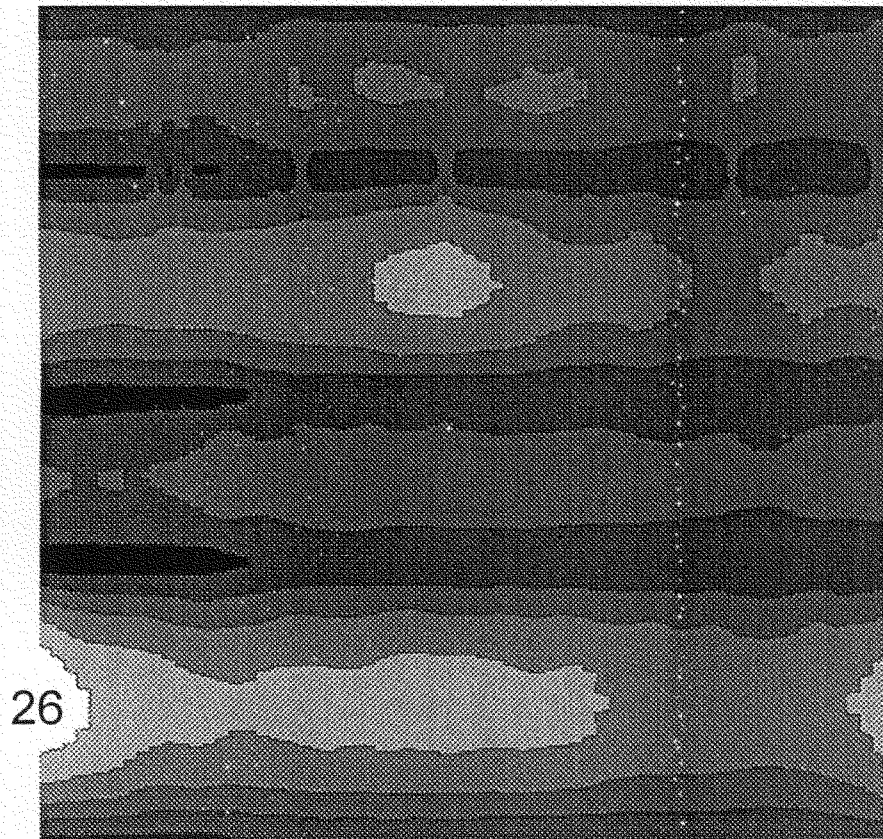
Clock Distribution

- ◆ Target Skew: <100 ps (closer to 50 ps).
- ◆ RC Skew (est): <30 ps.
- ◆ Process Skew (est): <40 ps
- ◆ Duty Cycle (est): ± 25 ps

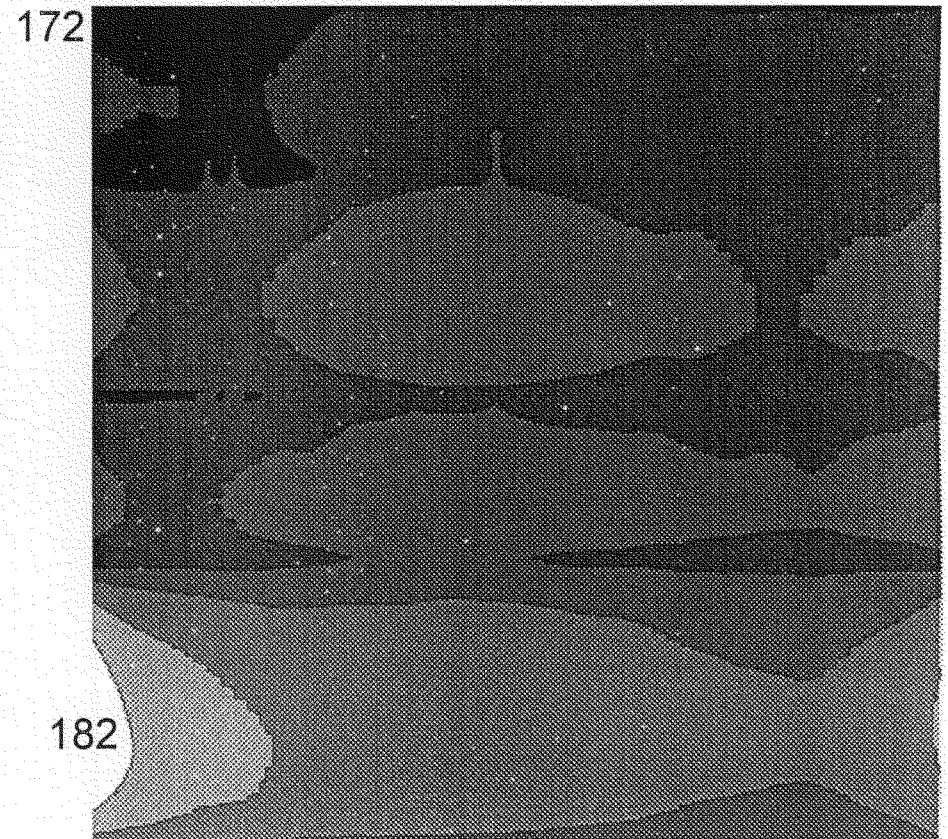


Clock Distribution

◆ RC Skew ($V_{dd}/2$)



◆ Fall Times (80% to 20%)



I/O

- ◆ Software configurable as open drain, push pull, or input-only circuits.
- ◆ Source synchronous clocking to minimize skew and delay.
- ◆ Deep FIFO to synchronize external data reads with on-chip clock.

Conclusion

- ◆ Designed for high-speed operation.
- ◆ Semi-custom design.
- ◆ Deep multi-ported register files.
- ◆ High bandwidth, low latency caches.
- ◆ Fast flip-flops.
- ◆ Minimize cycle compression and clock skew.
- ◆ Robust transistor level design.